

ABSTRACT

A method and system for fragment-based serialization places one or more object members in fragments. Fragments may comprise a header and a payload. A header can provide useful information about the fragment, such as an indication of fragment type and an indication of fragment length. A payload may comprise one or more members of an object. Primitive members may be stored in a Binary Fragment with a record format payload. LOB and FS members may be stored in fragments that have a Value Type field for setting forth additional properties of the fragment. Collections may be stored in a series of fragments, a first fragment to indicate a start of a collection, one or more second fragments to serialize collection elements, and a Terminator Fragment to indicate the end of a collection. Fragment-serialized objects minimize storage overhead while providing fast instantiation and low-cost location and updating.